```
class Node:
    def __init__(self, k):
        self.key = k
        self.left = None
        self.right = None
        self.height = 1

def insert(root, k):
    if root is None:
        return Node(k)

    if k < root.key:
        root.left = insert(root.left, k)
    else:
        root.right = insert(root.right, k)

    return root   # (balance part skip – simple version)

def inorder(root):
    if root:
        inorder(root.left)
        print(root.key, end=" ")
        inorder(root.right)

# Main
root = None
root = insert(root, 10)
root = insert(root, 20)
root = insert(root, 30)

inorder(root)
```